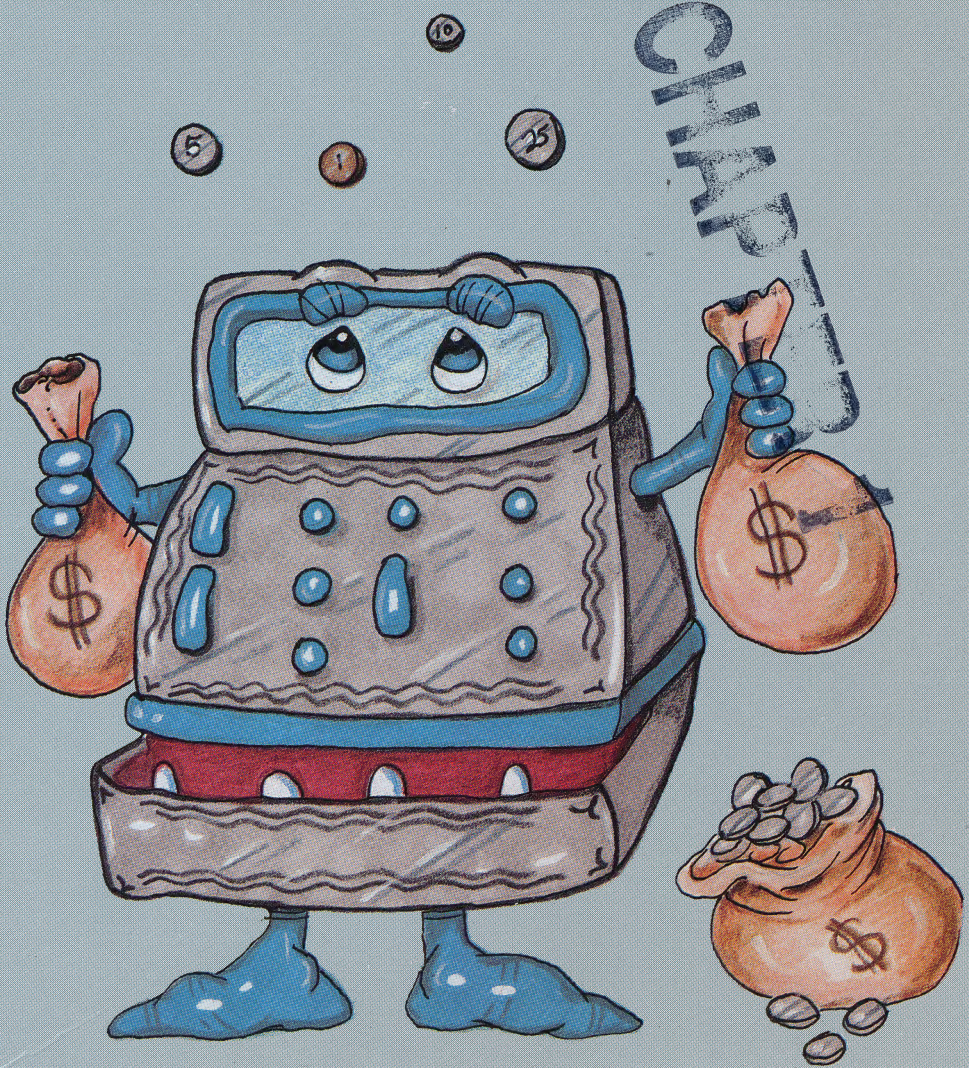
MacKids™

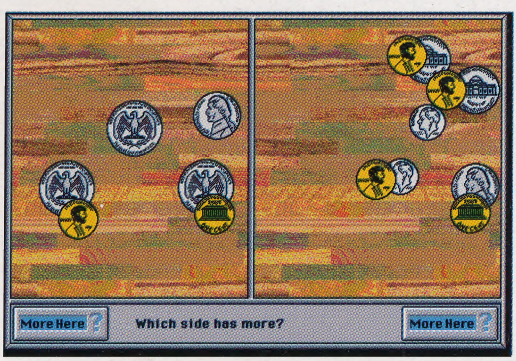
Coin Critters

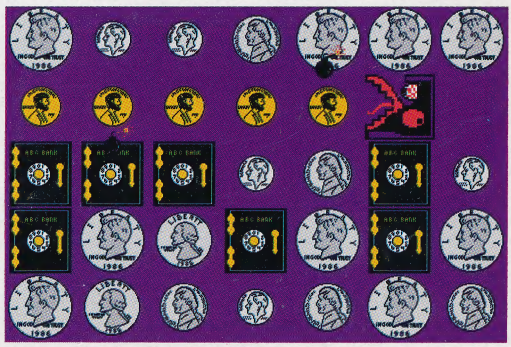


MacKids™

Coin Critters

Step into the Coin Critter vault and discover what coins are all about. Your child begins by identifying the heads and tails of American coins from the penny to the half dollar. They will develop a real sense of money by completing objectives which include recognizing the face value of coins, purchasing, matching and counting back change, among others. The Coin Critters player file tracks your child's progress to avoid repeating problems that have already been mastered.





Coin Critters will print work sheets for problem solving with pencil and paper.

Drop into the bank for a change of pace. The Critter is hungry for specific coins and the challenge is finding them amidst perilous objects.

Children will love the color, sound and animation in Coin Critters as they enrich their understanding of money.

For ages 5 – 12.

Requires one megabyte of memory.

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COIN CRITTERS

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COIN CRITTERS

Coin Critters

Coin Critters

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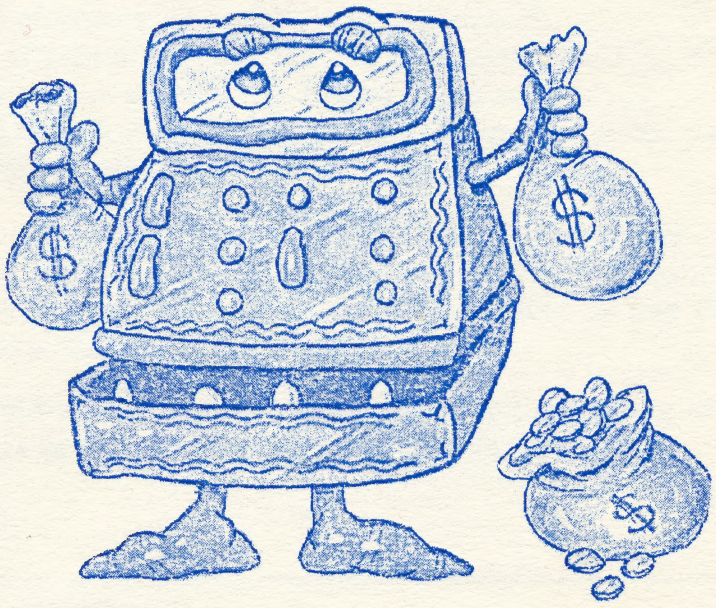
COIN CRITTERS



COIN CRITTERS™

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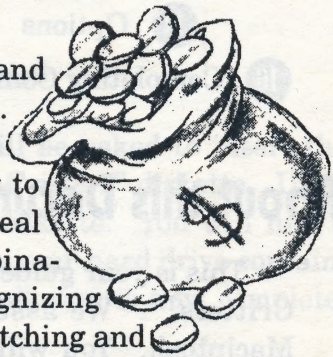

Step into the Coin Critters vault and discover what coins are all about. Children begin by identifying the heads and tails of U.S. coins from the penny to the half dollar. They will develop a real sense of money by completing combinations of objectives that include recognizing the face value of coins, purchasing, matching and counting back change. Children will build their math, recognition and thought process skills.

Correct answers are rewarded with game tokens. After scoring 100% on a lesson, students can drop into the bank for a change of pace. A hungry "Critter" must wind its way though a maze of challenges as it "munches" coins.

Children will love the color, sound and animation of Coin Critters as they enrich their understanding of money.

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About this Document

This is your guide to installing, starting and using Coin Critters™. We assume that you are familiar with the Macintosh. You will need to use your mouse to "point," "click" and "drag" items when instructed. If you are unfamiliar with these terms, please spend some time with your Macintosh manual before going on.

Coin Critters uses the following:

Requirements:	*Optional:*
Macintosh Plus or later	Any Apple Printer
System 6.0.7 or greater	
1 MB RAM	
Hard Drive	

Installing Coin Critters

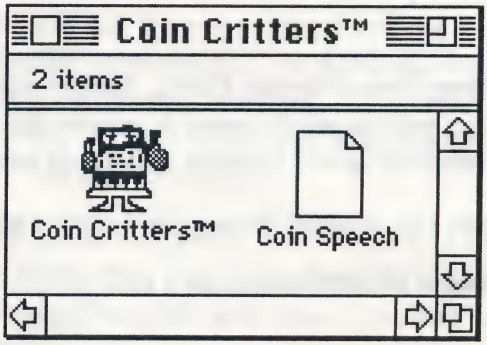
You will receive two program diskettes labeled "Coin Critters" and "Sounds." You will be using an installer to copy the program. To install Coin Critters on your hard drive:

1. Close all open applications.
2. Insert the diskette labeled "Coin Critters" into the hard drive.
3. Double-click on the Coin Critters program disk icon.
4. Double-click on the Installer script called "Double Click to Install" and follow the instructions on the screen.

Double Click to Install

Installation will begin. You will be asked to insert the "Sounds" diskette, then the "Coin Critters" diskette. Upon successful installation, eject the diskette. You will find a folder entitled "Coin Critters™" on your hard drive containing two files (see *Figure 1*). Installation is now complete. Store all diskettes in a safe place.

Figure 1

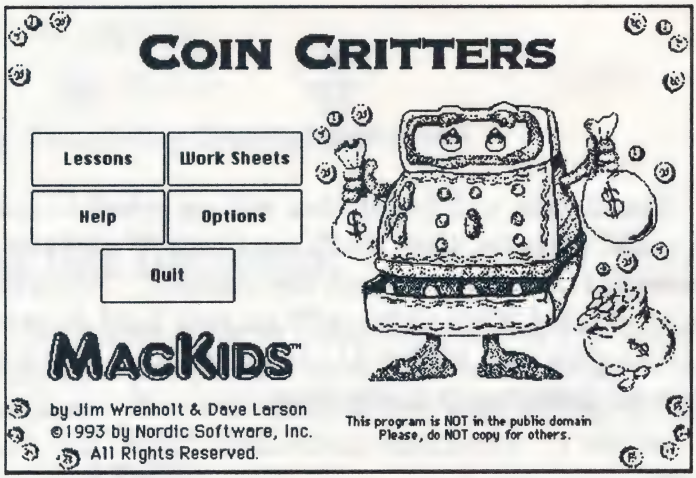


Getting Started

You will need to know how to start Coin Critters, create player files and quit the program. Password options will affect these functions. See Options for more detail.

Starting Coin Critters. Double-click the Coin Critters icon to open the application. As you listen to the Coin Critters melody, review the five buttons on the Startup screen: Lessons, Work Sheets, Help, Options and Quit. You may return to this Startup screen by clicking the **Exit** button when it appears on the screen.

Startup Screen



Creating New Player Files. Before starting a lesson, each player will need to have a player file. Player files store information about lessons and game scores.

- ☐ Begin at the Startup Screen and click **Lessons**.
- ☐ Press **New Player** to create a new player file.

❑ Enter a name (or names) up to 15 characters. Any keyboard character, except colons (:), can be used in the file name. Spaces also count as characters. The name entered at this time is used in Coin Critters to display various messages to the player. You can enter several players with the same name.

❑ Press **OK**.

❑ The **Save File As** screen lets you enter a unique name to identify the player file on the hard drive. Names entered at this time cannot be duplicated. Click **Save** or enter any changes.

Changing Players. You can change players without quitting the application by using the **Change Player** button. Pressing this button gives you three choices: **Existing Player** lets you click on an established player; **New Player** lets you enter a new name; and **Cancel** returns to the Lesson and Coin Selection screen.

Restarting Coin Critters. Each player will appear in the Coin Critters folder as a MacKid icon with the player name beneath it (if you are viewing the folder by icon). To restart, double-click the Coin Critters icon or the player file icon.

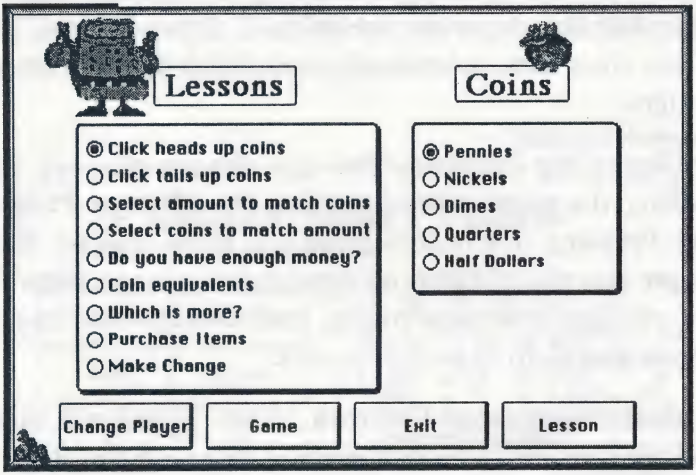
NOTE: System 7.x.x users can double-click on the player file icon to restart the program. (You can make your selections at the Startup screen without having to enter a player name.) Earlier systems (6.0.7 or 6.0.8) do not recognize that a player has already been selected. Therefore, when double-clicking the Coin Critters player file icon you will still be asked to select a new or an existing player.

Quitting Coin Critters. Return to the Startup screen by clicking **Exit**. You can quit Coin Critters at any time using **Command** key (⌘) **Q** or press the **Quit** button (on the Startup screen).

Changing Lessons and Coins

When you start Coin Critters with a new player, the default lesson is "Click heads up coins" with "Pennies". You can choose from one of nine lessons and one of five coin selections. The lesson length and attempt length can be changed, see Options for more detail.

Lesson and Coin Selection Screen



Lessons. Select a lesson and a coin. Press the **Lesson** button to begin. The instructions are displayed in the white box. Audio options allow each problem to be read aloud. The question can be reread by clicking the voice button. Players are prompted to answer by using either the keyboard or the mouse, depending on the lesson. Some lessons may have more than one correct answer.

Coins. Choose one of five coins you want to use in the lesson. Players may want to start with pennies to get acquainted with Coin Critters, then try other coins. By choosing nickels, players will work with nickels and pennies, etc.

The computer randomly selects and mixes the selected coin. Occasionally, the selected coin (nickels and up) may not appear in the problem. It will however, appear a majority of the time. For example, if you select Dimes, one problem may contain only nickels and pennies.

Once the player correctly answers all questions in a given lesson for a coin group, the coin can no longer be selected for that lesson. This prevents players from repeating easy lessons to earn game tokens. If you want the player to repeat the lesson, you can create a new player file.

Player Scoring

Following each problem, players can see and hear if their answers are correct or not. The Score Summary appears after each lesson and displays the number of problems attempted, the number of correct problems and a game token, if earned. The lesson length and attempt length can be changed and will affect how times a player can try for a correct answer. See Options for more detail.

Correct Answers. Correct answers are followed by "OKs" and "Yahoos." Players can see how well they did on the Score Summary. **OK** returns to the Lesson and Coin Selection screen. They may continue another lesson or play the Coin Critters game.

Incorrect Answers. "Oops" indicates an incorrect answer. If the number of question attempts option is set at 2 or 3, the player can try again. On the final incorrect attempt, Coin Critters displays the correct answer. Players qualify to play the game as long as they answer all questions correctly for that lesson within the specified number of attempts per question.

Lesson Descriptions

Lessons range from introductory to more advanced and allow children to work at their own pace. You can follow the lesson structure in Coin Critters or choose lessons randomly. Each lesson is summarized below.

Click heads up coins. Identify the "head" or "face" of each of the five coins. Click only the coin that Coin Critters asks for in the problem. For example, when pennies are selected, other coins may be shown, but only heads up pennies must be selected in order to answer correctly. Use the mouse to click on the heads up coins. Once the coins have been identified, press **Check** to continue.

Click tails up coins. Identify the "tail" or "back" of each of the five coins. Click only the coin that Coin Critters asks for in the problem. Use the mouse to click on the tails up coins. Once the coins have been identified, press **Check** to continue.

Select amount to match coins. Add up the amount of each coin and enter the total into the calculator. The total is entered either by using the mouse to click on the numbers, or using the numeric keypad on the keyboard. The calculator has two other functions available to the player: **Clear** deletes an incorrect answer before reentering another; and **Enter** responds accordingly to a correct or incorrect response.

NOTE: If working with more than one coin, players may want to click on each coin as they count. This avoids missing a coin or counting a coin more than once.

Select coins to match amount. Select the coins that equal the amount in the problem. When done, press **Check**.

Do you have enough money? After comparing the price of an item to the amount of coins shown, count each coin to see there is enough money to buy the items displayed in the problem. A **Yes** response indicates there is enough money to purchase the item. A **No** response means there is not enough money.

Coin equivalents. The left side displays a single coin. The value of the coin on the left will always be greater than the value of an individual coin on the right. Select the number of coins on the right side that are equal in value to the amount of the coin on the left. When done, click **Check**.

Which is more? Add up the total amount of coins on each side. Click the **More Here** button on the side with the larger amount. Don't be fooled by the number of coins. When working with combinations of coins, one side may contain fewer coins, but the total value of the coins is more.

Purchase Items. *"Consumer" lesson.* Coin Critters shows an item and its cost. Buy the item using exact change and the least number of coins possible. Click on the coin(s) needed to buy the item with. When done, press **Check**.

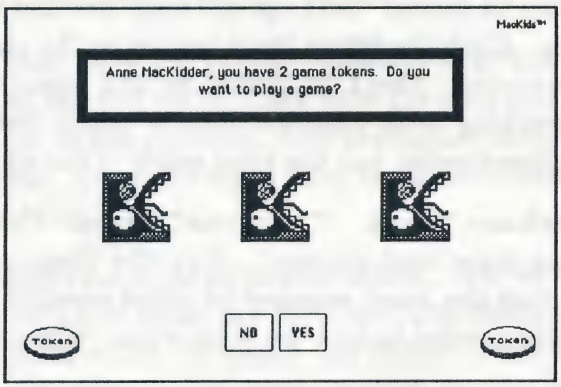
Make Change. *"Merchant" lesson.* The cost of an item is displayed along with an amount paid for the item. Using the coins displayed on the screen, click on only the coin(s) needed to "count back" the difference. Coin Critters will accept any correct combination.

NOTE: When players click on coins displayed on the screen, the first click selects the coin. Once a coin is highlighted, clicking again will deselect the coin.

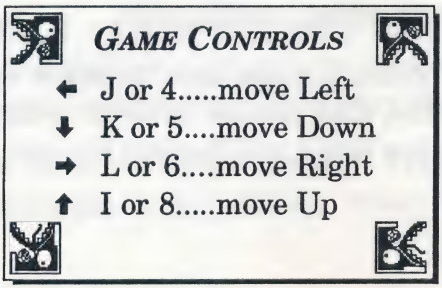
Playing the Game

Kids must score a 100% on a lesson to earn a game token. They can earn up to 44 tokens using the same player file. The object of the game is to "gobble up" coins without being hit by the perils in the Coin Critters vault. The best way to acquire lots of points is to be quick, but careful.

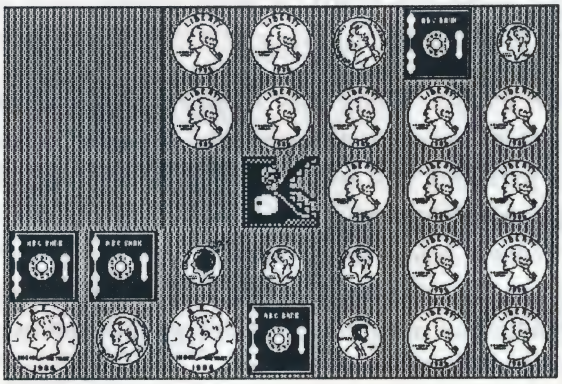
Spending Tokens. To play in the Coin Critters vault, select **Game** from the Lesson and Coin Selection screen. A screen (like the picture below) appears indicating how many tokens the player has earned to play the game. To play, "drop a token in the bank" by pressing **Yes**.



Moving the Critter. Arrow keys direct and move the Critter along with the following keyboard functions:



Playing the Game. Instructions as to what coins to gobble up are located in the center of the window. Press any key once to hide the instruction window. Coin recognition and hand-eye coordination are emphasized in the game. Players become the "Coin Critter" (a hungry cash register!). Their goal is to collect specific coins while avoiding moving bombs. As long the Critter successfully "eats" all the right coins and avoids the bombs, the player can continue to play in the vault. Following each successful hunt, points are awarded. Points earned depend upon the difficulty of the game.



Scoring. The Game Score screen appears when the player makes a wrong move to end the game. Game score and token information will accumulate in the player's player file.

Quitting the Game. The ⌘ **H** function will quit the game and return to the Startup screen, while ⌘ **Q** will quit the application. If tokens remain when the player quits, they can be used to play the game in another session.

NOTE: If the monitor is set to black and white, the critter moves faster.

Printing

Coin Critters prints work sheets and a progress report for each player file. You can print a single report from Coin Critters or print multiple files from within the folder. Password options will affect printing, see Options for more detail.

Work Sheets. Through the use of the work sheets, you are able to provide additional problems for the player. To print, you will need to begin at the Startup screen and press **Work Sheets**. Choose a lesson and a coin to be printed. After selecting **Print**, a print dialog will appear and allow you to enter the number of copies you want to print.

Single Player Progress Report. An additional printing feature allows you to print out a report on each player file. The printout will indicate completed lessons, the number of game tokens and the player's game score. At the Startup screen, select **Work Sheets**. Click **Player Progress**, then choose the player you want to print a report for and click **Print**. You can print all reports without having to enter the password in each time.

Multiple Player Progress Reports (SYSTEM 7.X.X ONLY). You can print a progress report for several player files all at one time without having to enter a password or the player file names. Open the Coin Critters folder. Select each player file you want to print. (Pressing the **shift** key as you click allows you to make multiple selections.) Once all selections are made, press **⌘ P** to access the print screen. The Coin Critters Startup screen will appear before the print dialog box. You will need to click **Print** (or use the **return** key) for each file you are printing.

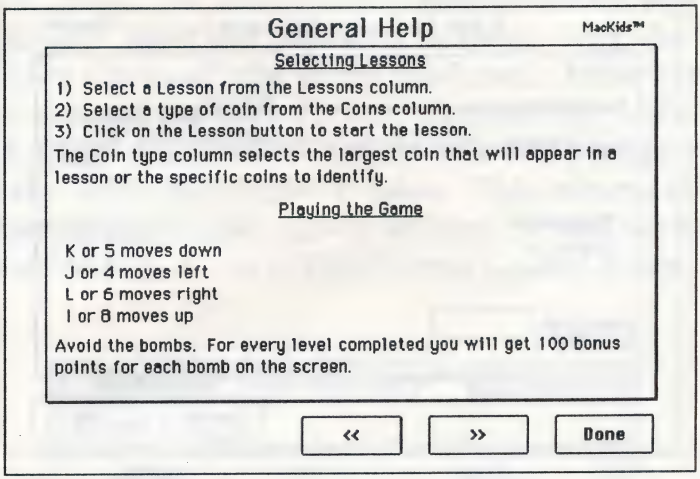
To cancel the print job, click **Cancel** for each file you have selected.

Getting Help

Onscreen help is available for selecting lessons, playing the game and learning coin values and equivalents.

Players can get General Help at any time by exiting to the Startup screen and pressing the **Help** button. Click on the arrow buttons to advance (>>) to the next screen or return (<<) to the previous screen. There are help screens for each coin.

General Help Screen

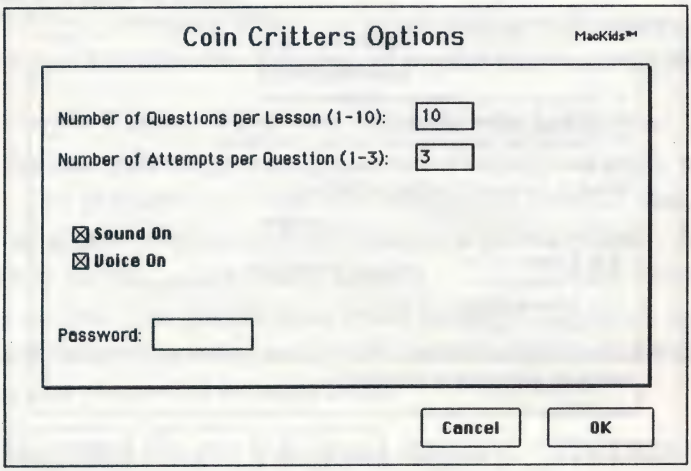

General Help
MacKids™
Selecting Lessons
1) Select a Lesson from the Lessons column.
2) Select a type of coin from the Coins column.
3) Click on the Lesson button to start the lesson.
The Coin type column selects the largest coin that will appear in a lesson or the specific coins to identify.
Playing the Game
K or 5 moves down
J or 4 moves left
L or 6 moves right
I or 8 moves up
Avoid the bombs. For every level completed you will get 100 bonus points for each bomb on the screen.
<<
>>
Done

Options

Coin Critters Options will allow you to customize several features in the program. You can change the lesson length and number of problem attempts, adjust the sound and create a password.

When the application is first launched, a file called "Coin Critters (Options)" appears in the Coin Critters folder. This file saves all option changes.

Coin Critters Options Screen



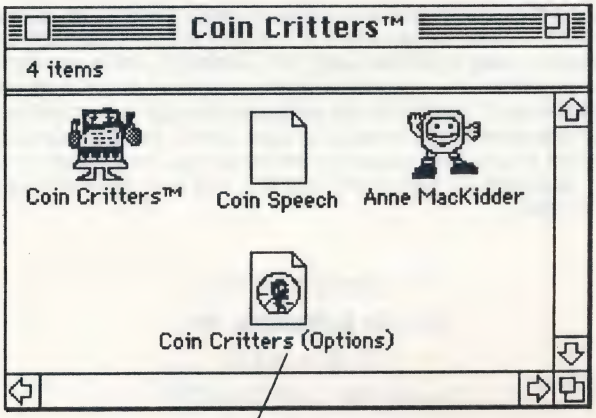
Lesson and Attempt Length. Coin Critters Options default to "Number of Questions per Lesson" at 10 and "Number of Attempts per Question" at 3. You can change these numbers by highlighting the field, then enter a number ranging from 1 to 10 for the number of questions and from 1 to 3 for the number of attempts. You can also use the **tab** key located on your keyboard to access each field.

Audio Options. If you would like to turn the sound and/or voice on or off in Coin Critters, click inside the box you want to change. The voice and sound options are active when there is an "X" in the box.

Creating a Password. A password offers several advantages. If you choose to enter a password, from one to four characters, you can have control over who can change the lesson length, sound, problem attempts; who can print work sheets; who can create new players; and who can quit.

IMPORTANT! Forgetting the Password. If you should forget the password, you have to restart your computer (you need the password to quit). Drag the "Coin Critters (Options)" file to the trash can. Make sure you have dragged the Coin Critters (Options) file AND ONLY THE **COIN CRITTERS (OPTIONS)** FILE before emptying the trash. See *Figure 2* below. This returns all Coin Critters options to their factory settings. To reset the options, you will need to return to Coin Critters Options screen.

Figure 2



Drag Coin Critters (Options) file to trash.

Completing Coin Critters

When the player has completed all lessons in Coin Critters, an animated critter dances (hairy legs and all) while congratulating the player on a successful round. A final report can be printed out and any remaining tokens can be spent to play the game.

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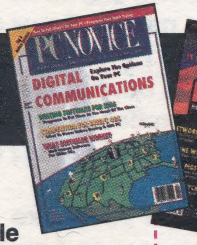

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